

ATARI ST
SCREEN SHOTS

100% ARCADE ACTION.
PROGRAMMED BY
D.B.R. DEVELOPMENT

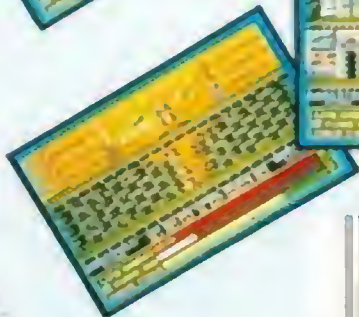
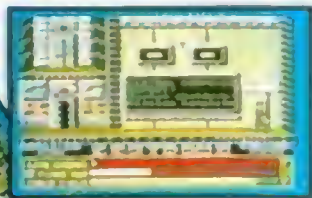
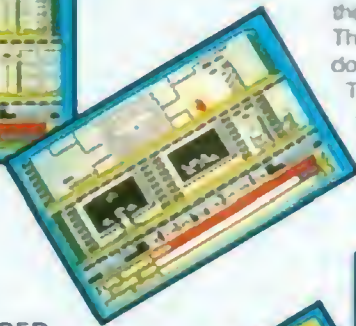
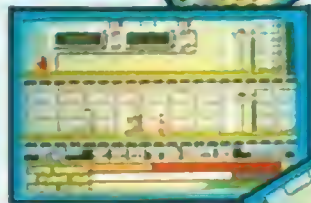


SHUTDOWN

ATARI ST

ATLANTIS 16104

Disaster has struck the orbiting
attack centre 'Armageddon'. A
nuclear power cell has exploded
and the resultant radiation has
destroyed the control circuits of
the robots that man the centre.
The main computer must be shut
down and the robots destroyed.
The order comes up on your
command console:
Condition Red
Armageddon Unstable
Shutdown.

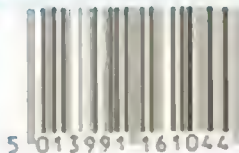


JOYSTICK REQUIRED

FULL INSTRUCTIONS
INSIDE

EmuMovies

ATLANTIS



ATLANTIS

LOADING:

Insert disc and switch computer on. Shutdown will load automatically.

STORY:

The year is 2807 AD and a fragile peace exists between the planets of our galaxy. After 200 years of attack and counter-attack, this peace has been brought about by the completion of 'Armageddon', an orbiting attack centre of awesome power carrying sufficient laser guided missiles to totally annihilate any planet that breaks the peace.

Totally protected by a powerful force field and immune from outside attack, 'Armageddon' is manned by hundreds of robots, each programmed to carry out specific tasks including launching of the missiles. All that is needed is a signal from the joint chiefs of staff of the earth government and retribution against an aggressor will be swift and total.

However, disaster has struck. A nuclear power cell has exploded and the resultant radiation has destroyed the robot's control circuits, causing them to run amok throughout the centre. At any time now they could start launching missiles. How many, and where would they be aimed, who knows? The main computer must be shut-down, but how? The whole operation must be swift and secret. If the governments of the hostile planets learn that 'Armageddon' is no longer functioning, all-out war could start again within hours.

Fortunately you are only light minutes away from 'Armageddon', on route to your earth base after a 6 month galactic patrol. The order comes up on your command console . . . Condition Red . . . Armageddon Unusable . . . Shutdown.

CONTROLS:

Plug in Joystick.

Left and Right as normal.

Up to enter lift (to travel in direction of arrow).

Down to activate personal force field.

Fire to operate thermic disintegrator.

Space Bar to pause/re-start.

ESC to start new game.

GAME:

As you land on the 'Armageddon' orbiting attack centre, your instruments show that the robots are now radio-active. Obviously any contact with them will deplete your life energy. The best way to destroy the robots is with a thermal disintegrator, a flame gun that develops an instant heat of 50,000 degrees celsius. The only other way to destroy them is if they come into contact with your personal force field. Power for your force field and thermic disintegrator can be replenished at the 'arms refill points' — if you can find them.

All you know about the geography of the centre is that it consists of 42 inter-connecting compartments on 7 levels with 2 floors to each level. What you don't know is the location of the computer.

Will your force field and thermic disintegrator run out before you can locate the 'arms refill points'? Will you die before reaching the computer? — probably!

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Atlantis Software Limited
28 Station Road, London SE25 5AG